ESRI'S DIRECTION ON THE ARCGIS WEB MAPPING APIS

(JAVASCRIPT, FLEX, AND SILVERLIGHT)

With Adobe's announcement of discontinuing support for Flash on mobile device browsers, various industry rumors on the lifespan of Silverlight, and growing future of HTML5, many users have asked for Esri's position on this news.

Esri continues to fully support 4 distinct patterns of application development:

1) JavaScript / HTML5
2) Silverlight
3) Flex
4) Native device applications

Esri is committed to provide the best technology for GIS developers and takes pride on giving choices among the most widely used developer platforms in the market. We see every leading developer platform in the market evolving and addressing different customer needs and expectations. Our commitment is not based on a specific technology, but based on supporting the GIS developer regardless of the platform chosen. Each of these areas: JavaScript/HTML 5, Flex, Silverlight, and native application code gain significant improvements in the upcoming ArcGIS 10.1 release.

Esri has been supporting HTML5 developers through the ArcGIS API for JavaScript for some time. HTML5 is leveraged internally by the API when supported by the browser. Through the use of HTML5, we provide better user experiences, faster map display etc. The ArcGIS API for JavaScript documentation also includes a broad variety of developer examples using HTML5. Our agenda for supporting HTML5 developers will continue to be aggressive. Many ArcGIS developers are currently leveraging our ArcGIS API for JavaScript to support web and mobile development.

Adobe recently announced (link) the discontinuation of support for Flash Player in mobile device browsers, however there is continuing commitment and development for the Flash Player for browsers

on desktops. In addition, Adobe is directing mobile developers to write native applications using authoring tools such as Flash Builder and AIR, and replace Flash-based web mobile browser applications with HTML5 based applications. Adobe is evolving its developer offerings to match this vision and Esri's ArcGIS API for Flex will continue to closely match them with upcoming releases. Outside the mobile space, Adobe continues playing a major role. Esri is committed to supporting Flash/Flex for the foreseeable future as many of our customers have successful deployments using it.

Some have asked about Silverlight support as well, given the various industry rumors on its lifespan. We continue to support and advance this platform as demanded by our users. Several product updates and new releases based on Silverlight are scheduled for the upcoming months: including our ArcGIS API for Silverlight\WPF, ArcGIS Viewer for Silverlight, ArcGIS for Windows Phone, and ArcGIS for SharePoint. We work closely with Microsoft on many fronts and are well tuned on the direction of Silverlight. Esri is strongly committed to provide the Microsoft developer with the best GIS tools and our offerings will closely match the latest trends promoted by Microsoft.

In addition we are aggressively adding to our native application support by providing the new ArcGIS Runtime on multiple platforms. This technology will enable developers to leverage the native capabilities of the various platforms and devices. This technology is supported across desktops (Windows and Linux), and mobile and tablet devices (Android, iOS, Windows Phone, and Windows Mobile).

Esri has always focused on computing and development platforms that are viable and demanded by our customers and that focus has not changed. We have strong strategic alliances with organizations like Microsoft, Adobe, W3C and others to ensure we are technically aligned and participating in the future directions of technology to ensure our GIS Platform is relevant in the fast paced world of platforms, devices and technologies.